

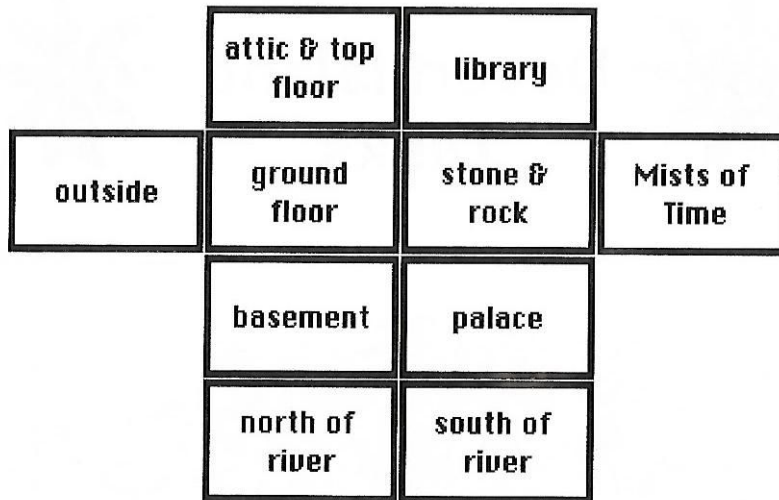


**Desert Island  
Disks**

*Price of Magic*  
by *Level 9*

**TIPS AND MAPS  
FOR THE SPECTRUM  
RANGE OF COMPUTERS**

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Design & Layout : Gerda Bruhn



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### Introduction

The Price of Magik was originally released by Level 9 in 1986. It was subsequently re-issued by Mandarin Software in 1988 on the Time and Magik compilation with Lords of Time (1984) and Red Moon (1985).

The Price of Magik recounts the sad tale of Myglar who, driven mad by the intensity of magikal radiance from the Moon Crystal that he had protected for so long, stole it. His aim was a vain attempt to squander its power and live forever. But a magician of great skill (who eventually rose to lead the Guardians) avoided Myglar's traps, recovered the crystal and ensured that magik survived as long as there was need for it.

\* Tackle the outdoor locations before entering the house.

\* The HYP (hypnosis) spell lets you command one creature at a time. To give an order, key in instructions such as BAT, TAKE THE FELDSPAR.

\* You score points for learning and using spells, and for reaching a few inaccessible places.

*Jim Grimwood*

### Map Symbols



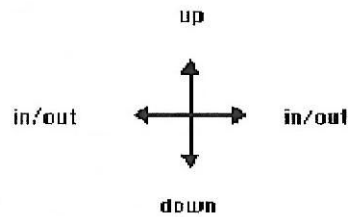
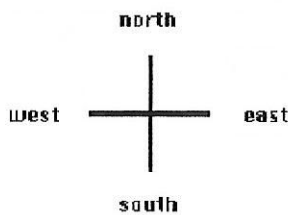
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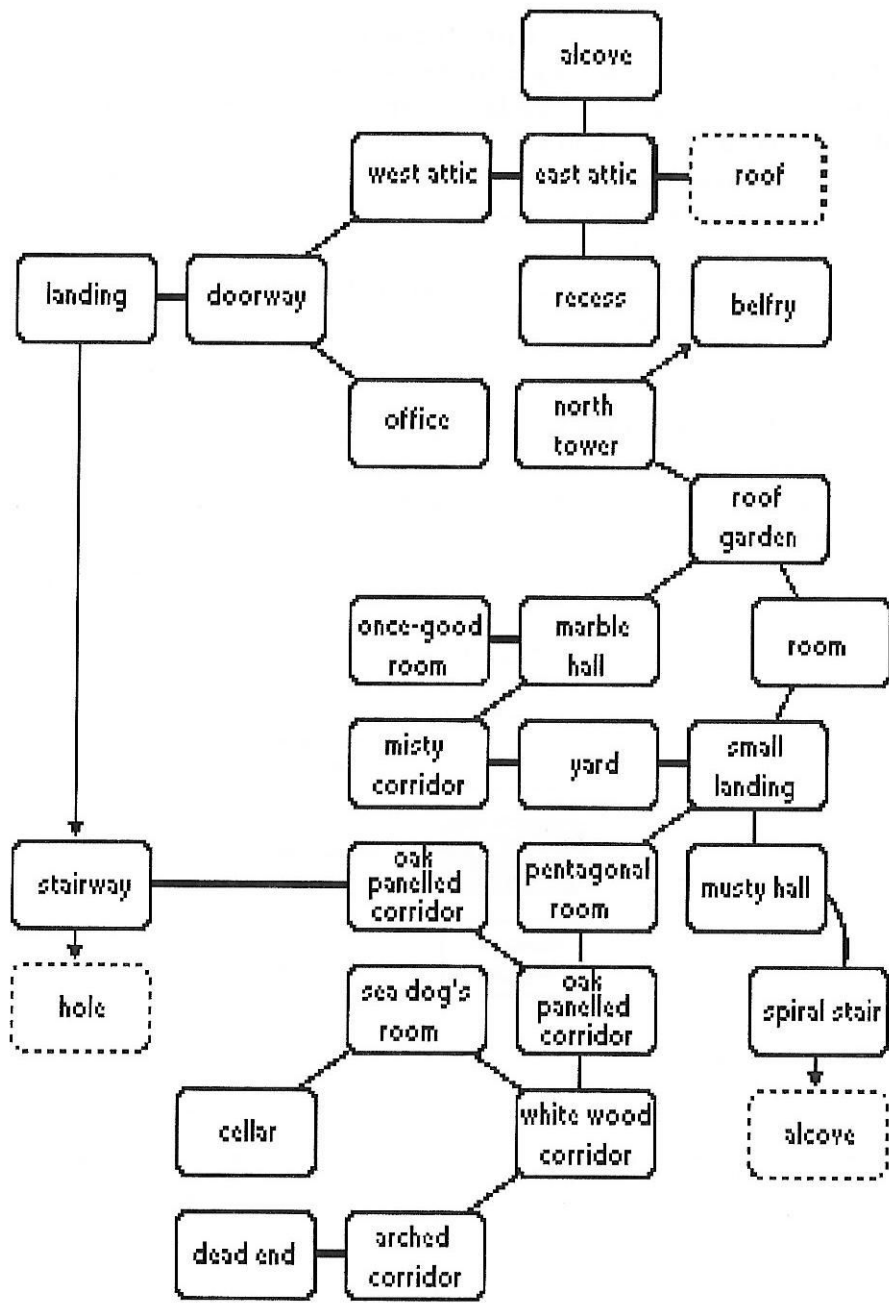


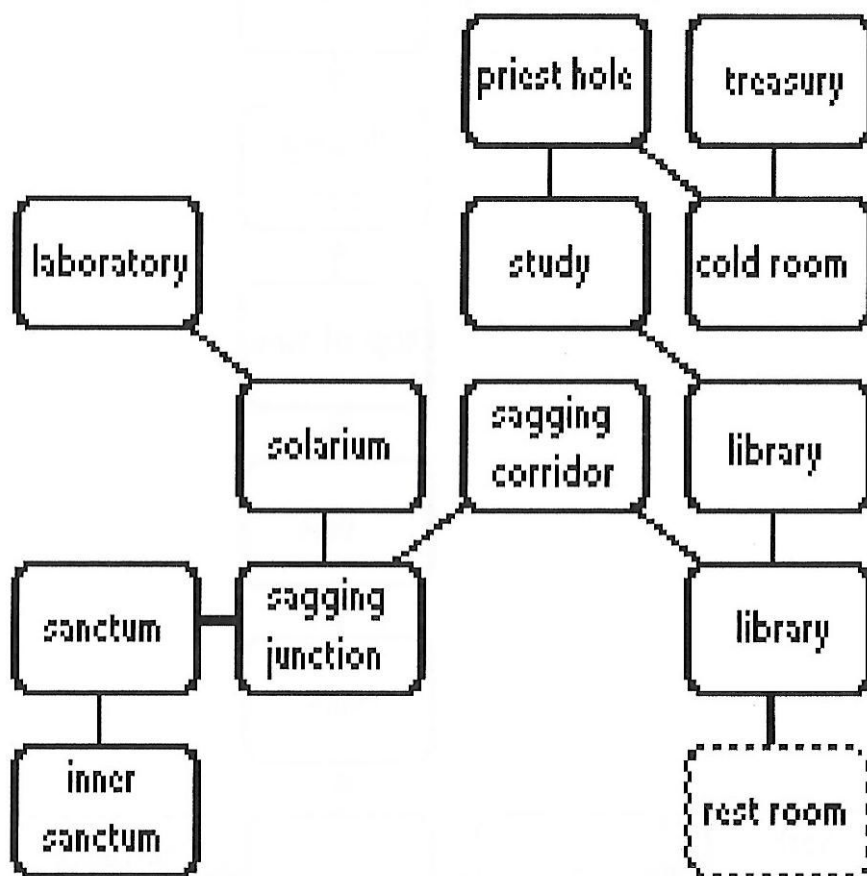
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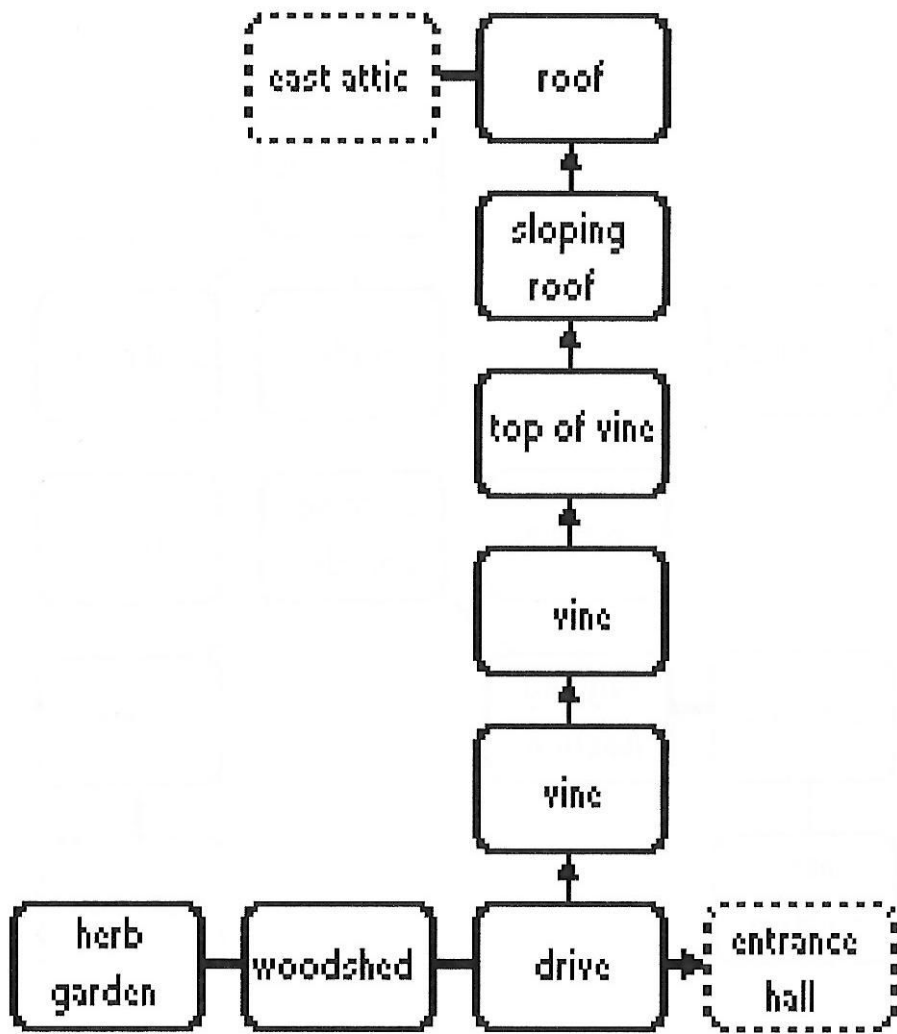


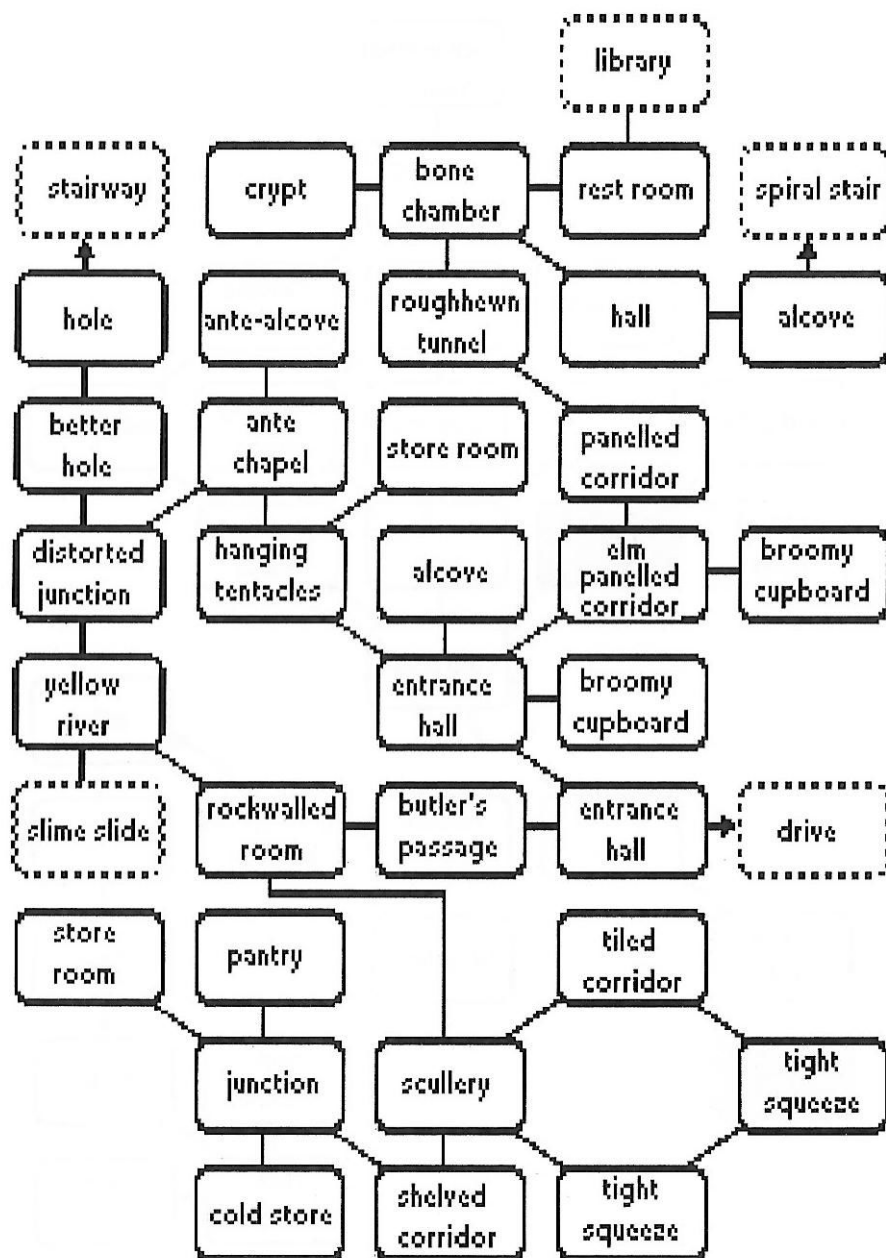
End of Game



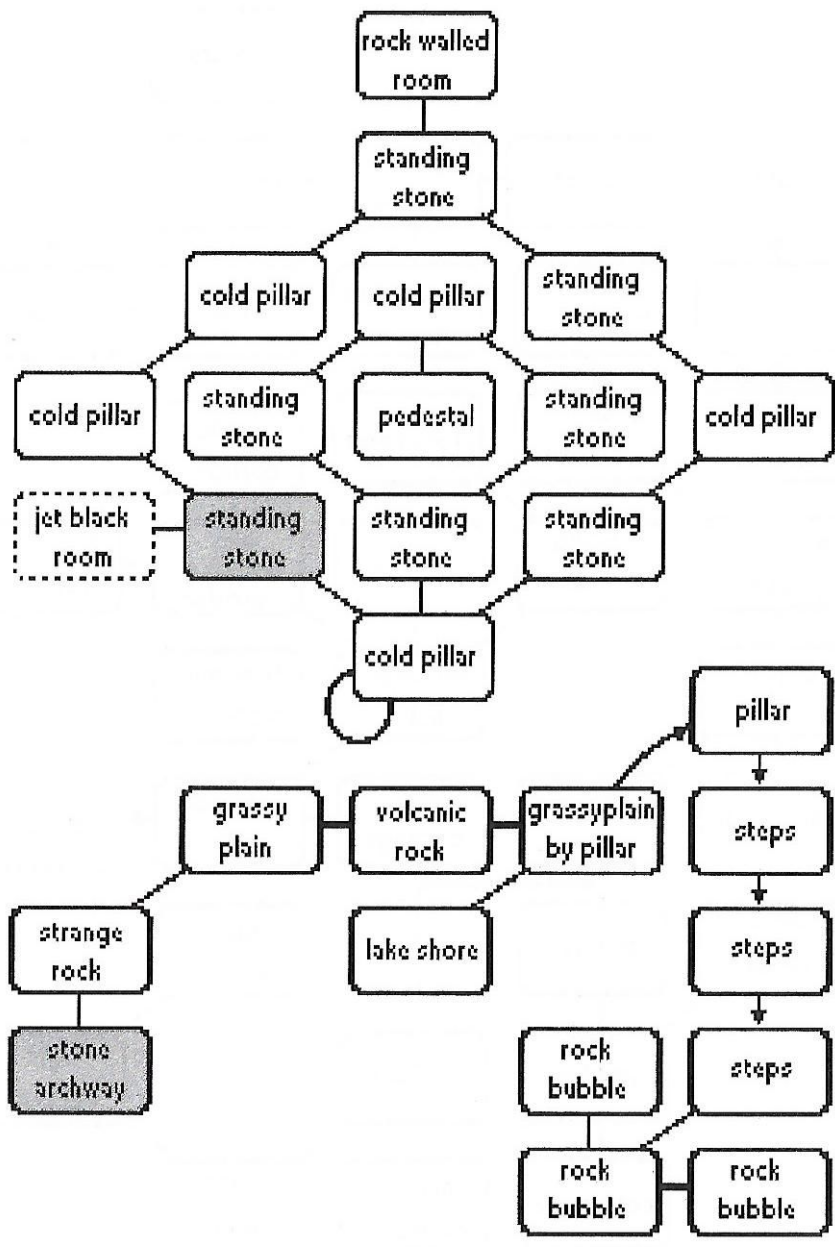




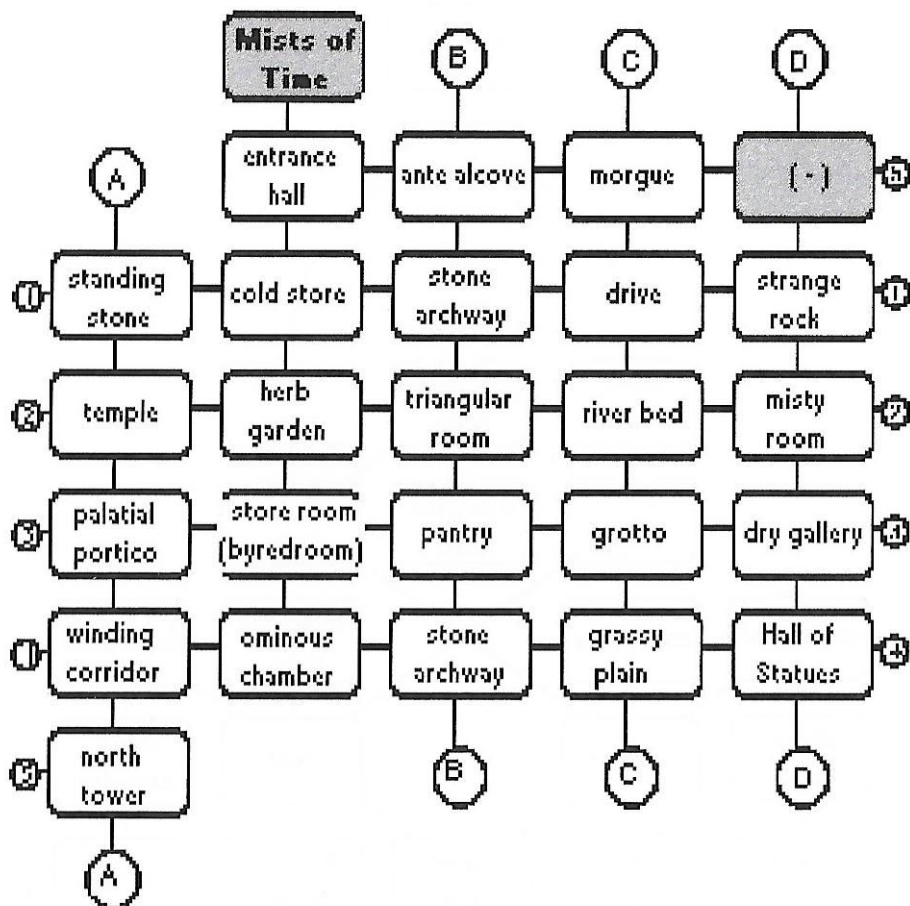




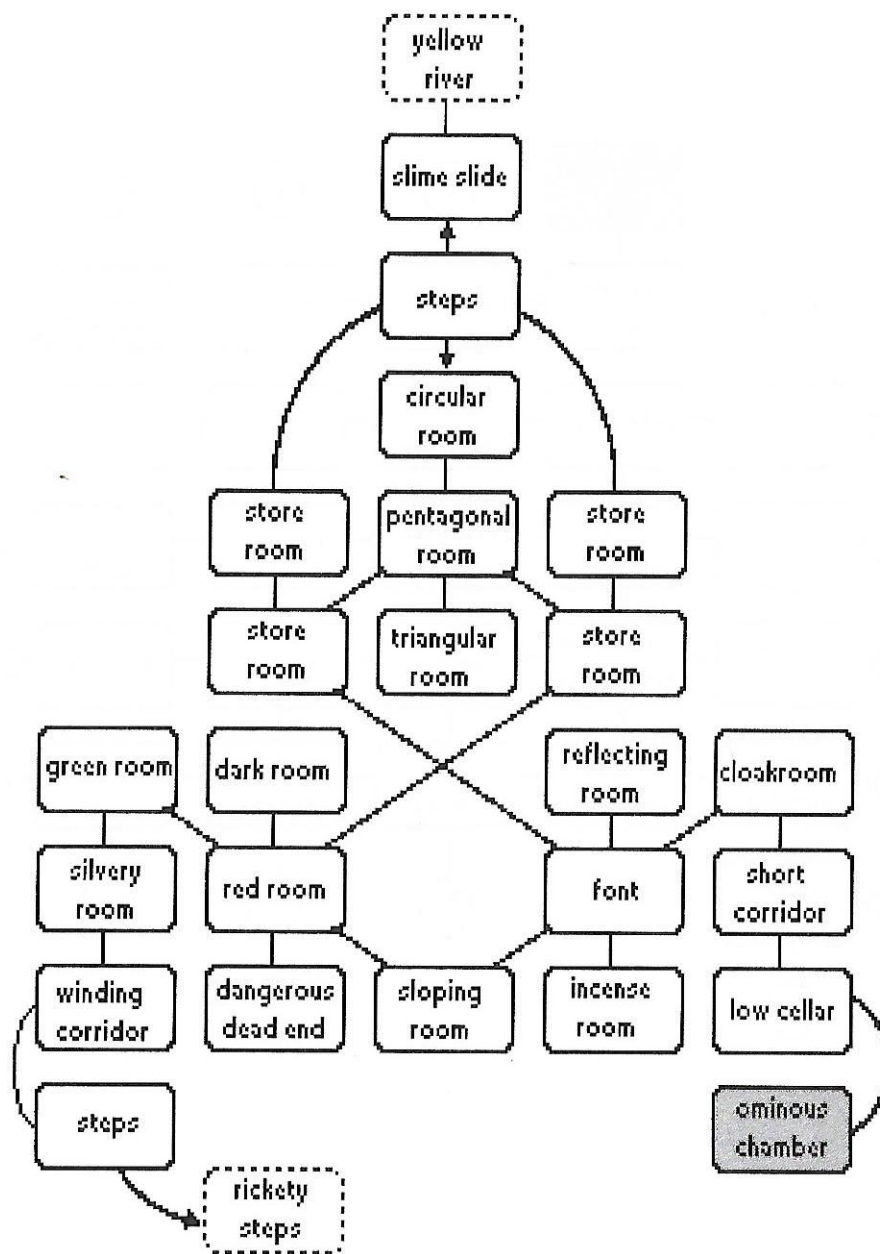
Ground Floor Map

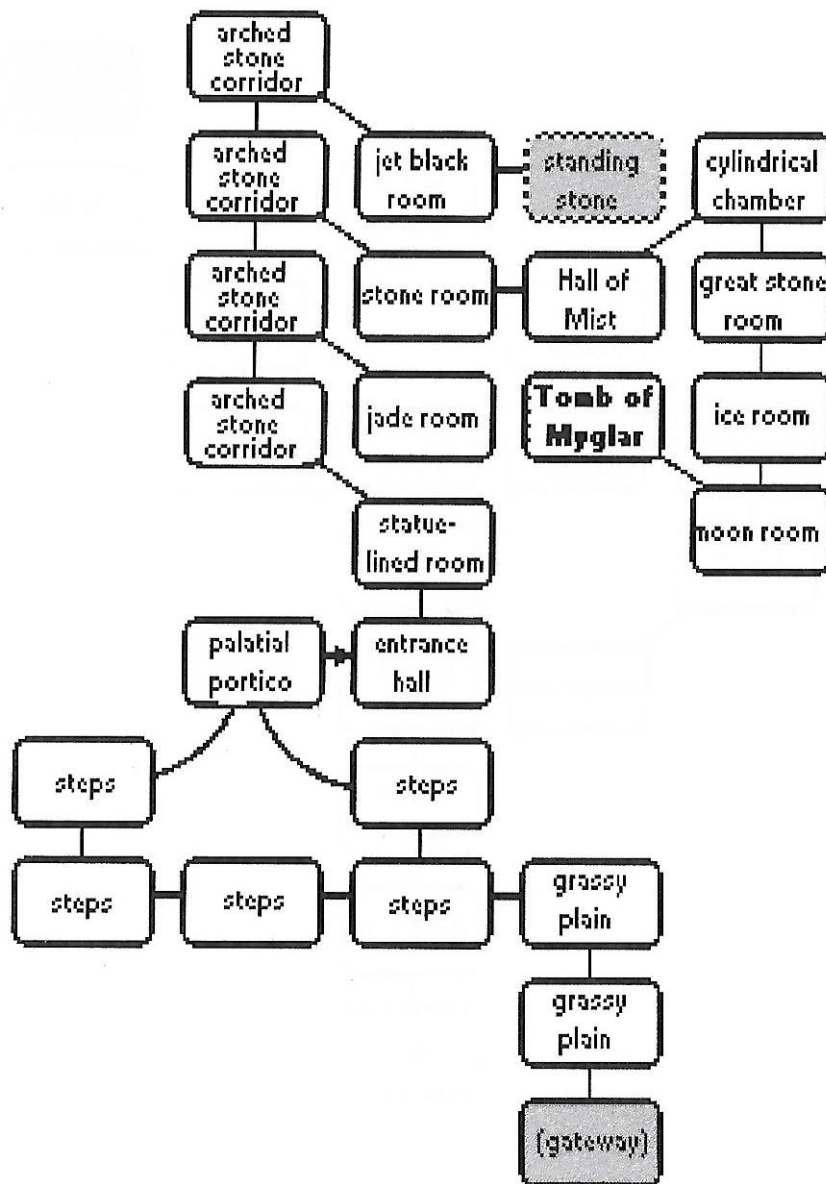




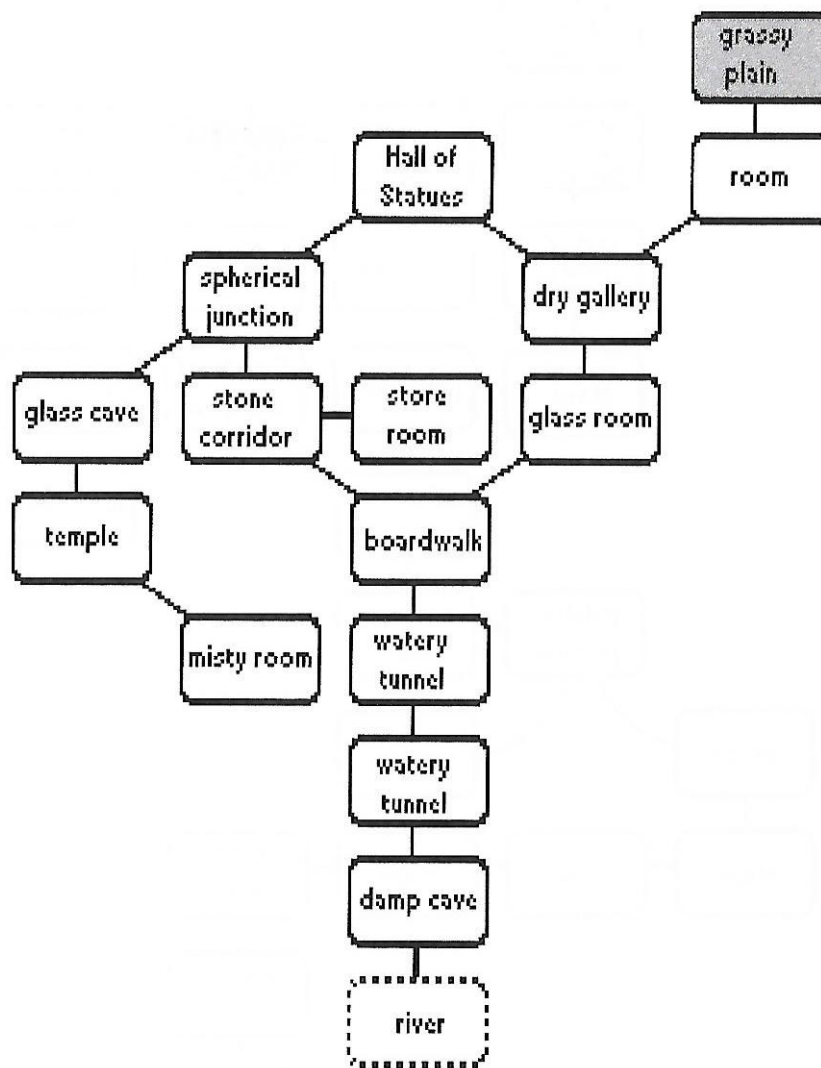


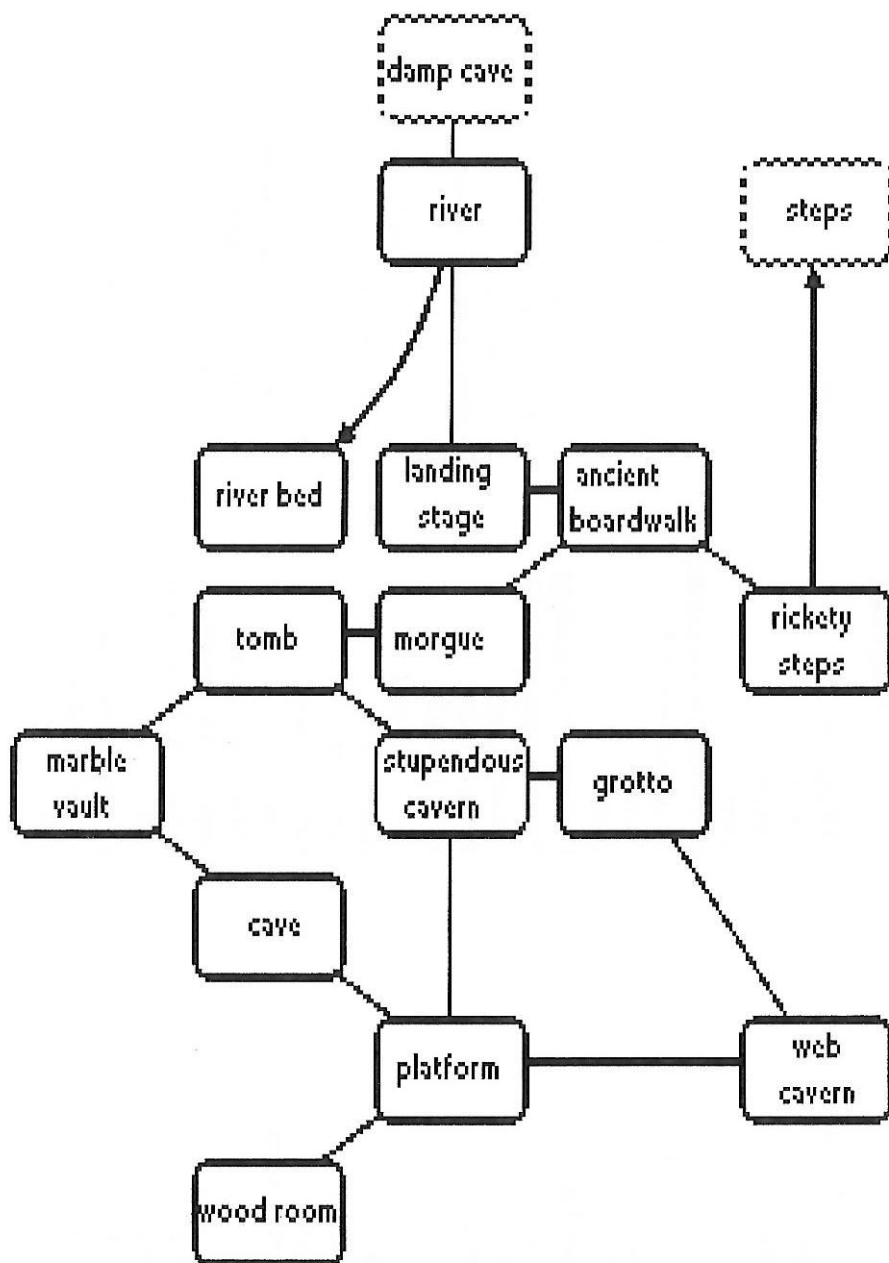
Mists of Time Map





Palace Map





## Objects:

<u>DESCRIPTION</u>	<u>LOCATION</u>	<u>USE</u>
Altar	Ante-alcove	
Altar	Temple	
Armour	Crypt	Protection
Ashes	Woodshed (brun woodpile)	Focus for ZAP spell
Axe (Bat's Bane)	Dangerous dead end	Focus for IBM spell
Bag	Tresure	
Bell	Belfry	
Black ball	Cold store (from monkey)	Absorbs spells
Blue box	Standing stone (pedestal)	Focus for IBM spell
Boat	Landing stage	Crosses river
Bones	Bones chamber	Bury for ghost's armour
Books	Library (south)	
Broom	Broom cupboard	
Cage	Attic (west)	Focus for FLY spell
Candle	Woodshed	Carry vampire bat
Cherub	Hall of statues	Burn woodpile
Chests (various)	Cellar	
Claw	Picture (dark spawn)	One contains salt (random)
Claymore	Steps (marble statue)	Focus for SAN spell
Clock	Entrance hall (north-west)	weapon
Crowbar	Web cavern	
Crystal ball	Cold store (from monkey)	
Curtain	Collapsing junction	
Desk	Study	Focus for ESP spell

Elder cross	Herb garden	Subdues bat / focus for DET spell
Eyebright	Herb garden	Improves vision
Feldspar lens	Inner sanctum	focus for SEE spell
Gold	Treasure	
Grimoire	Library (north)	focus for MAD spell
Idol	Hall of mist	
Inscription	Arched corridor	Contains HYP spell
Knife	Office (table)	Cut things
Knucklebone	Herb garden (mandrake roots)	Bury for ghost's armour
Lever	Store room (oak-panelled corridor)	Releases sword
Magik lake	Lake shore	
Mandrake	Herb garden	
Mirror	Attic (east)	Focus for ZEN spell
Parchment	Study (desk)	Contains ZEN spell
Pendulum	Entrance hall (clock)	Focus for DOW spell
Picture (dark spawn)	Dark room	Contains claw
Picture (foul beasts)	Silvery room	
Picture (ghoul)	Dangerous dead end	
Picture (Stonehenge)	Rock-walled room	
Picture (werewolves)	Winding corridor	
Plaque	River bed	
Portrait (warped)	Hall of paintings	
Postcard	Entrance hall (south-east)	Transport to standing stone
Prism	Recess (behind mirror)	
Red moon	Ante-alcove	Contains SAN spell
Riddle	Rock bubble	
Ring	Herb garden (knucklebone)	Focus for XAM spell
		Restores youth
		Cuts mirror

Robes	Attic (alcove)	Offer to golem to get silver mail
Rope	North tower	Climb to belfry
Sarcophagus	Marble vault	Repels giant slug
Salt	Cellar (chest)	Spell casting instructions
Scroll	Office (table)	Protection
Shield	Skullery (skeleton)	Bury bones
Shovel	Store room (whitewood corridor)	Focus for FIN spell / protection
Silver mail	Steps (golem)	Bury for ghost's armour
Skull	Herb garden (mandrake roots)	
Snow	Cold store	
Staff	Driveway (cut vine)	Focus for HYP spell
Statue	Steps (below slime slide)	
Sword (rubilacxe)	Panelled corridor	Weapon
Table	Office	Contains MAD spell
Talisman	Temple	Transport to/from stone archway
Tapestry (female healer)	Musty hall	Contains FIX spell
Trumpet	Hall of statues (cherub)	Focus for BOM spell
Valerian	Roof garden	Focus for FIX spell
Wardrobe	Attic (alcove)	
Wargame	Room	Contains ZAP and KIL spells
Web	Web cavern	
Weight	Temple	
Wheel	Misty corridor	Focus for DED spell
Wolfsbane	Roof garden	Repels werewolf
Woodpile	Woodshed	Burn to get ashes



**The Riddle in the Rock Bubble:**

My father is dark  
My mother's unknown  
I dwell in high places  
And where the ghosts moan

**The Graffiti in the Stone Room:**

Smorzzen hsorke qreirkl vemz? Tnzerwtanz

<u>NAME</u>	<u>LOCATION</u>	<u>FOCUS</u>	<u>USE</u>	<u>SANITY</u>
BOM	Entrance hall (chimes)	Trumpet	Wakes things up	
DED	Ante-alcove (beneath moon)	Wheel	Neutralises magic	
DET	Priest hole	Elder cross	Makes you feel secure (?)	
DOW	Entrance hall (pendulum)	Pendulum	Identifies magic things	
ESP	Driveway (door-knocker)	Crystal ball	Projects astral self	
FIN	Golem's armour (steps)	Silver mail	Changes you into a fish	
FIX	Musty hall (tapestry)	Valerian	Heals you	
FLY	Ominous chamber	Broom	Levitates things	< 51%
HYP	Arched corridor (inscription)	Staff	Controls creatures	< 21%
IBM	Pedestal (blue box)	Blue box	Scares things	< 31%
KIL	Room (wargame)	Axe	Makes you angry (?)	
MAD	Office (table)	Grimoire	Makes you madder	
SAN	Plaque (river bed)	Claw	Restores your sanity	
SEE	Laboratory	Feldspar lens	Reveal hidden exits	
SPY	Steps (marble statue)	Nothing (?)	Reveals location of things	< 61%
XAM	Recess (prism)	Prism	Tells you uses of things	< 71%
ZAP	Room (wargame)	Ashes	Casts lightning bolts	
ZEN	Study (parchment)	Small mirror	Transport to Mist of Time	< 61%

## Spells:

## Creatures:

<u>DESCRIPTION</u>	<u>LOCATION</u>	<u>DEFENCE</u>	<u>USE</u>	<u>ANIMATE?</u>
Army ants	Palatial portico	IBM spell		Yes
Bloodworm	Watery tunnel	Vampire bat		
Ferryman	Landing stage	Give a gift	Takes you across the river	Yes
Gargoyle	Moon room			
Ghoul	Once-good room			No
Giant slug	Slime slide	Salt		
Giant spider	Web cavern	Cut web		Yes
Metallic golem	Steps (above rickety steps)	Offer robes	Gives silver mail	No
Monkey	Glowing gateway	Wait in cold store	Drops black/crystal balls	Yes
Moonbeast	Moon room			
Mummy	Marble vault			No
Myglar	Tomb of Myglar			
Skeleton	Skullery			
Vampire bat	Belfry	Elder cross	Repels bloodworm/gets wheel	No
Werewolf	Elm-panelled corridor	Wolfsbane		Yes
Wight	Hanging tentacles			Yes
Wraith	Reflecting room			No
Zombie	Triangular room			No

# The team of Desert Island Disks

